XIXECAL

Howling winds usher a blizzard of impossible force and magnitude. Life crawls to a stand-still as the frigid air and snow freezes everything it envelops. At the center, the xixecal marches on.

Elemental Nature. An elder elemental doesn't require air, food, drink, or sleep.

Heralds of the Storm. Xixecal are tremendously powerful elemental creatures that rise from the Elemental Plane of Ice. They conjure storms up to ten miles around them that are one part hurricane and another part blizzard.

Dragon's Approach. White dragons are often drawn to the presence of a xixecal. Being immune to the cold and sharing the elementals desire to see everything covered in ice, the dragons will protect the xixecal from anyone or anything that seeks to stop its march of devastation. They will sometimes nest on the xixecal's back or shoulders, forming a sort of symbiotic relationship. There is no safer place for a white dragon than on the back of an elder ice elemental.

Ancient Aspects. The xixecal is an ancient and powerful being, harkening back to a time where the world was nothing more than chaos. These elementals have become so large and so detached from the plights of smaller beings, they are simply driven by instinct to cover the land in ice.

Xixecal

Gargantuan elemental, neutral

Armor Class - 20 (natural armor)
Hit Points - 328 (16d20 + 160)
Speed - 40 ft.

STR 30 (+10)
DEX 12 (+1)
CON 30 (+10)
INT 2 (-4)
WIS 20 (+5)
CHA 18 (+4)

Saves WIS +12, CHA +11
Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid, cold, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, stunned
Senses darkvision 60 ft., passive Perception 15
Languages -
Challenge 22 (41,000 XP)

Traits

Frigid.
A hit from a xixecal's melee attack induces numbing cold and forces the target to make a DC 20 Constitution saving throw. On a failed save, the target's speed is halved, it takes a –2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.
If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted. The creature may attempt another saving throw at the end of each of its turns to end the effect.

Ice Walk.
The xixecal can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Legendary Resistance (3/Day).
If the xixecal fails a saving throw, it can choose to succeed instead.

Rend.
If the xixecal hits with both claw attacks, it latches onto an opponent's body and tears the flesh. The second attack automatically deals an additional 18 (4d8) slashing damage.

Siege Monster.
The xixecal deals double damage to objects and structures.

Actions

Multiattack.
The xixecal makes two claw attacks.

Claw.
Melee Weapon Attack: +17 to hit, reach 15 ft., one creature.
Hit: 32 (4d10 + 10) cold damage.

Biting Cold (Recharge 6).
The xixecal unleashes a 300 foot cone of biting cold air. Each creature within the cone must make a DC 20 Constitution saving throw, taking 42 (12d6) cold damage on a failed save, or

half as much on a successful one. If a target's saving throw fails by 5 or more, the creature is also frozen solid. A creature who is frozen solid is unconscious and restrained in place until they take any amount of fire damage. The creature may also attempt a DC 25 Strength saving throw at the end of each of their turns to break free of the ice.

Legendary Actions

The xixecal can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The xixecal regains spent legendary actions at the start of their turn.

Claw.
The xixecal makes a claw attack.

Move.
The xixecal moves up to its speed.

Ice Wall (Costs 2 Actions.
The xixecal casts *wall of ice*.